through the full 3D volume of seismic data to identify the points that satisfy the voxel selection algorithm. This is time consuming even on a high speed graphics supercomputer. Additionally, conventional 3D seismic interpretation programs do not provide the capability to directly delete from the collection of picked voxels. The only way to "eliminate" points from the collection of picked voxels using conventional 3D seismic interpretation programs is to repeatedly adjust the selection criteria for the voxel selection algorithm until the points to be eliminated fall outside of the selection criteria for the displayed points that satisfy the voxel selection algorithm. Each time the selection criteria are adjusted, the image must be interrupted. This iterative process is time consuming, and interferes with the visualization process of the user.

Page 15, the paragraph beginning on line 1:

An application program that uses IRIS Performer and OpenGL® API typically carries out the following steps in preparing for real-time 3D visual simulation:

Page 15, line 16:

9.   Perform latency critical viewpoint updates; and

Page 33, the paragraph beginning on line 21:

Computer system **1402** also includes a main memory **1408**, preferably random access memory (RAM), and can also include a secondary memory **1410**. Secondary memory **1410** can include, for example, a hard disk drive **1412** and/or a removable storage drive **1414**, representing a floppy disk drive, a magnetic tape drive, an optical disk drive, etc. Removable storage drive **1414** reads from and/or writes to a removable storage unit **1418** in a well known manner. Removable storage unit **1418**, represents a floppy disk, magnetic tape, optical disk, etc. which is read by and written to removable storage drive **1414**. As will be appreciated, removable storage unit **1418** includes a computer usable storage medium having stored therein computer software and/or data.

Page 40, the paragraph beginning on line 6:

The user may stop the probe and move one or more control points, such as control points **1902, 1904, 1906** and **1908** to adjust the position of the respective spline curve such as spline curve **1914**. All other spline curves, such as spline curves **1916, 1918,** and **1920** remain the same, while surface **1912** is smoothly interpolated between the current spline curve **1914** on the probe face **1910** and the prior spline

curve **1920**. The remainder of the surface **1912** remains the same unless the user moves the probe face **1910** to another spline curve such as **1920** and proceeds to edit the same, thereby reshaping the surface **1912** between the current spline curve **1920** on the probe face **1910** and the prior spline curve **1918**.

Respectfully submitted,

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